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20 YEARS!
1987-2007
CFN
Mice Templar

Wouldn't It Be Mice

Mice and comics go back a long way. From Mickey to Mighty to Atomic, rodents have found a welcome home in four-color pages. But creators *Mike Avon Oeming & Bryan Glass* aren't going for lighthearted adventure or laughs with their rodent-focused saga ***Mice Templar;*** instead, they're using mice as central figures in a grand fantasy tale that owes more to ***Lord of the Rings*** than it does to those aforementioned mice.

Co-creator *Mike Avon Oeming* explains just what ***Mice Templar*** is. "In short, its a mythology series told with anthropomorphic mice. Its the journey of Karic, who goes from a boy to man to hero as he reassembles the legendary Mice Templar. And thanks to Bryan, we're telling a much larger story with a much larger tapestry then I ever imagined."

"It's also a tale of fall and redemption," *Bryan Glass* added, "individually as well as for an entire culture. As the series unfolds, readers will learn the ancient story of how the Templar were founded by legendary mouse hero Kuhl-En; the history of how the Templar destroyed themselves; and ultimately follow the saga of young Karic, who discovers that it is his destiny to restore the scattered survivors and end the oppression under which the mice are subjugated."

While ***Mice Templar*** will see print for the first time this summer, the concept's origins go back several years. "The basic idea goes back to pre-***Powers,*** when I took a break from comics (or I should say comics took a break from *me!*) and I was working as a security guard, so we're talking about 1998. I think I drew the first short in '99 that first appeared on my website, but no one really saw it. I had it sitting around and got *Bryan Glass* involved in... what year was it, Bryan?"

"It was spring of 2003," Glass replied, "shortly after Mike asked me to convert our unpublished comic series ***Quixote*** into a novel that he later illustrated."

How did Oeming and Glass become collaborators to begins with? "We were taking the *Robert McKee* writing course together and I knew I wanted to get to ***Mice*** soon—God, that was like 2001?!—and asked him that weekend. I knew he could bring a much larger scope and depth to the story then I was prepared to. I was all about the mythology and imagery, but I knew wanted more and Bryan could bring that.. and he sure did! My original outline was only six issues—but now I think we're running close to twenty-five?

"2003!" Glass corrected before expanding on the story of their collaborative beginnings. "Mike had written and drawn the original short story of the mouse Cassius traveling the world in the wake of the Templar's fall, when he is accosted by other former Templar who wanted him dead. That established the original premise of the series, and Mike asked me to rewrite the existing story to better reflect the expanded view of the ***Mice Templar*** universe I had developed."

"I gave him my outline," Oeming continued, "and he greatly expanded it. I sort of watched over his shoulder and went *wow!* From there, he wrote an entire history based on some minor notes from me and then started writing the series. The writing is all Bryan; once he has my ideas, he expands them—he's *writer* and I'm *artist*."

Glass pointed out that he was given plenty to work with from the time he first came on board, but there were a few missing elements that he was able to provide. "Mike's original six-issue synopsis offered a beginning and an end, and was filled with mice miscellaneous adventures in between. But I soon discovered that everything hinged upon the backstory of the Templar's fall. The order's restoration had no significance unless you understood how and why they fell, so I began to creatively explore the past and realized that I had set a massive chain of dominoes into motion—everything had to be connected.

"As I started creating thousands of years of mice history, Mike would approve each step and often state that a particular time period I'd created was a great era to set various mice characters and stories he'd pondered. Each piece built upon another until the backstory itself became larger than the initially proposed series."

Its obvious that both creators are enthusiastic about ***Mice Templar***—so why wait so long to bring it into print? "Mostly it's been my commitment to my other works," Oeming said. "I wanted to get to this years earlier, even before ***Hammer of the Gods***."

"Hey, I've been ready to go for over a year!" Glass said with a smile.

The delays in putting the project together led to a moment of panic when *David Petersen* released his own anthropomorphic-mouse-fantasy series, ***Mouse Guard,*** in early 2006. Oeming admitted that, when he first saw ***Mouse Guard,*** he felt "totally beaten to the punch! I almost put ***Mice Templar*** away for good, but decided I was way too emotionally invested in it, especially after having had it around for so long.

"David never saw or heard of ***Mice Templar*** and the few times it saw print were so small, even most of my own fans had no idea about it. It was just one of those cases in which two similar concepts developed independent of each other.

"***Mouse Guard***'s a great book, and once we read some, we felt it was different enough in tone that the books are no more similar than any of the superhero books currently flooding the market. And Petersen's a great guy; we spoke with him several times and plan on cross-promoting the books, so there's no sense of competition out there. The market is way too tough for that, even for a successful book like ***Mouse Guard*** and fairly successful creator such as myself."

Glass sees the difference in the two books as "one of storytelling tone; by way of example, I see David's ***Guard*** as ***Chronicles of Narnia,*** while ***Templar*** is more ***Lord of the Rings***. I fully acknowledge that Lewis and Tolkien are big shoes for either of us to be filling, but it seems the best example of fantasy tone to illustrate the differences as I perceive them. ***Mouse Guard*** is a wonderful work appropriate for all but the very youngest of children. ***Mice Templar*** is also an all-ages title, but parents should use some discretion before showing it to the under-eight crowd."

The creators also acknowledge some similarities between their work and *Brian Jacques'* ***Redwall*** novels, but they point out that there's no imitation involved. "We read them before we started writing ***Templar*** to make sure we didn't step on his feet or tread the same ground," Oeming said. "It's a great set of children's books, but it's totally different from what we are setting out to do. Those books are amazing, but I think we have more in common with ***Star Wars, Secret of Nimh,*** and ***Watership Down*** than ***Redwall***."

"I read the original mice-based books after developing the bulk of our tale to ensure that we weren't sharing any specific situations," Glass added. "We're not."

As the creators have said previously, ***Mice Templar*** is a major project. "***Mice Templar*** is presently conceived as a twenty-five issue tale," Glass said, "although several issues are being planned as double-sized, so the final issue count may be less.

"It begins small with a poor young mouse named Karic, who lives with his family in a world of rat oppression, yet he finds hope in hearing forbidden stories of the Templar of old. Over the course of five seasons, Karic grows up and learns that he has been chosen by supernatural forces to restore the fallen Templar. But dark forces seek to thwart his quest: an insane mouse king subjugates the land, supported by a vicious rat army and a cabal of druid sorcerers aligned with an ancient malevolent entity. The climactic five issues are set against the backdrop of an epic war that will stagger the readers' imagination."

Could ***Mice Templar*** possibly expand beyond this ambitious twenty-five issue plan, becoming a massive franchise a la *Wendy & Richard Pini's* ***ElfQuest?*** "I'd love for that to happen!" Oeming said. "I'd love to do ***Powers*** and ***Templar*** for the next ten years or so!"

"We have so much story that we could probably produce ***Mice Templar*** stories in one form or another for the rest of our lives," Glass said. "Should the fan base warrant, we have an amazing sequel, as well as the life story of the legendary Templar founder Kuhl-En. The universe we've created is so rich with history that it provides a fertile ground for any number of stories to be told."

Oeming and Glass are drawing from a rich literary tradition with ***Mice Templar.*** "Were certainly influenced by all that *Joseph Campbell* stuff that's in my veins," Oeming said, "as well as lots of mythology—particularly Celtic and Welsh mythology—symbology, religion, politics, and fantasy."

"This series definitely in the genre of the epic quest," Glass said. "Yet while we utilize many conventions of the genre, I believe we avoid the cliches. But more than just the story of a hero discovering his path, ***Mice Templar*** deals heavily with those who seek to manipulate or control the hero's mission for their own agenda. Part of Karic's path to maturity is in discerning who to trust."

Mice Templar #1, a fifty-page comic priced at only $3.99, is scheduled for late August/early September release from Image; the series will continue on a bi-monthly schedule.

by Cliff Biggers

Courtesy your friendly neighborhood comics outlet!

Comic Shop Newsarama

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Odd Plans from Del Rey

Del Rey Manga, best known for bringing acclaimed Japanese series to American readers in manga-sized trade paperbacks, is adding a surprising original project to their line: an original manga-styled graphic novel based on best-selling writer *Dean Koontz's* character Odd Thomas, a young fry cook with the ability to communicate with the dead, who has been featured in a trio of ***New York Times*** best-selling novels: ***Odd Thomas***, ***Forever Odd***, and ***Brother Odd***.

Odd Thomas will be illustrated by *Queenie Chan*, best known to original-English-language manga fans for her mystery-horror series ***The Dreaming***. The graphic novel, which is set prior to the first ***Odd Thomas*** novel, will follow Odd's race to solve the murder of a young boy whose killer appears to be stalking a second child.

"I'm delighted that ***Odd Thomas*** will come to life in manga, that the enormously talented *Queenie Chan's* beautiful art will define his world and the desert town of Pico Mundo, and that the project is being guided by such capable hands as those at Del Rey," *Dean Koontz* said.

"It's an honor to work with Dean on this project," Chan added, "and I'm glad he's chosen me for this new story of ***Odd Thomas***. I read his novels when I was in high school, and never did I imagine that I would have the chance to work with such a well-known and established author today."

This is the first of two major comics projects inspired by Koontz's fiction, as the *Dabel Brothers* are working on a comic book series based on ***Dean Koontz's Frankenstein***, a series of novels that includes ***Prodigal Son*** (written with *Kevin J. Anderson*), ***City of Night*** (written with *Ed Gorman*), and ***Dead and Alive*** (also written with Gorman). Look for more news on this series in an upcoming issue of ***CSN!***

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Welcome Back to the Machine

Last year's Image anthology ***24Seven*** offered a series of intriguing glimpses into a New York City populated solely by robots. Well, apparently the creators were so geared up over the concept that they continued manufacturing intriguing robot tales even after that anthology was published... and that's why Image is releasing a second volume of ***24Seven*** in August!

"The bar is set incredibly high after the success of the first volume," editor *Ivan Brandon* said. "I didn't want to do another unless it was going to be just as amazing as the first. The creators, on the other hand, have gone out of their way to *surpass* their predecessors in ***24Seven Volume One***. Robot fans everywhere – this one's for you."

Don't make the mistake of dismissing this book as just a selection of formulaic robot SF tales. ***24Seven Volume 2*** will feature a wide range of stories, ranging from crime to horror to romance to action-adventure, created by such acclaimed talents as *Ashley Wood, Gene Ha, Adam Hughes, Dave Johnson, Michael Avon Oeming, Ben Templesmith, & Gabriel Ba*, among dozens of other exceptional talents from comics, film and video games.

The 200-page original hardcover is slated for early August release.

Beachum Brightens Flare's Future

Back in the 1980's, Flare's original adventures were guided by the creative team of *Dennis Mallonee & Mark Beachum*. Beachum's energetic, sexy artwork helped to define the character; alas, Beachum moved on to other projects, and Flare never looked quite so appealing.

Heroic Publishing's most famous superheroine is about to look better than ever, though, when *Mark Beachum* returns to the character for a six-issue story arc set to begin in January of 2008. Even better, this is the first of several ***Flare*** projects in which Beachum will be involved!

The regular ***Flare*** comic book and her companion title, ***Flare Adventures***, are being put on hold while Mallonee and Beachum gear up for this new series, which will take readers from the streets of San Francisco to the fields of Elysius. "It seems that while ***Flare*** has been spending time on Earth, she's been ignoring her responsibilities as consort to the king of Olympus," Mallonee explained. "Trouble has been brewing in the realm of the gods, the goddesses have good reason to be angry with lecherous Zeus, and Flare is about to feel the brunt of that anger."

The current series ends with ***Flare*** #36; ***Flare Adventures*** ends with #19. Both books are scheduled to resume in 2008, with ***Flare*** launching in January and ***Flare Adventures*** in March. "With the end of the extended 'Flare vs Max Krueger' story arc that began in the first issue of the most recent ***Flare*** series and continued all the way through ***Flare #35*** it was time for ***Flare*** to move in a different direction," Mallonee explained.

Mallonee indicated that the six-part Beachum-illustrated arc would feature a number of high-profile guest-stars. "And if you think victory for ***Flare*** at any stage of this upcoming adventure is a foregone conclusion, you may be in for a surprise," Mallonee added.

Not Too Late for Zero

Sure, ***Battlestar Galactica*** has several seasons under is belt as a television series, along with a year's worth of original comic book stories—but that doesn't mean that there's no room in the saga for a Season Zero!

This summer, Dynamite Entertainment will expand its popular ***Battlestar Galactica*** licensed comic book franchise with ***New Battlestar Galactica: Season Zero***, a continuation of the story that began in Dynamite's Free Comic Book Day flip-book.

The new series will serve as a prequel to the hit television series with a story that takes place two years prior to the Sci-Fi Channel 2003 TV miniseries that re-imagined ***Galactica***. "We are extremely excited to be revealing a piece of ***New Battlestar Galactica*** history in this series," Dynamite publisher *Nick Barrucci* said. "So much so, that we were ecstatic when the fans voted for this as part of our Free Comic Book Day Flip Book! The success of ***NBSG: Season Zero #0*** on Free Comic Book Day was extremely gratifying. The new series was given away by comic shops to over 100,000 fans!

"Once again we're thrilled to have writer *Brandon Jerwa* back at the helm of the Galactica. He's proven himself with ***the Battlestar: Zarek*** miniseries, and we're confident and excited to show the fans what he can do with the entire crew under his design. Additionally, the new series looks amazing. The art from *Stephen Segovia* and *Jackson Herbert* captures the dramatic essence of the television series flawlessly. Bottom line, this is the series that Battlestar fans will not want to miss."

"I am so frakking excited about this book!" Jerwa said. "The art is looking great and I'm feeling good about the scripts thus far. It's a real honor to be the guy who's telling this particular story. We've got adventure, intrigue, Cylons, espionage, space battles, a little bit of romance and sexual tension...basically, I'm just doing my best to hit all the high notes of the Sci-Fi series and add

in a few little flavors of my own along the way. Now suit up and report to the flight deck. We launch in July!"

New Battlestar Galactica: Season Zero #1 will be offered with equal-ratio variant covers by *Stjepan Sejic*, *Adriano Batista*, and *Stephen Segovia*, as well as a photo cover.

IDW Gives in to Badgering!

Ever since IDW began its line of comics collecting—in in some cases adding to—the best-known concepts published by the late, great First Comics, fans have requested that the publisher bring the zaniest, most unpredictable of all First heroes back into the spotlight. Well, IDW hasn't been ignoring those requests—and later this year, they'll reintroduce *Mike Baron's* classic hero Badger to the world in a pair of projects—one reprinting the original tales, the other continuing the mentally unstable hero's exploits.

Beginning in November, IDW will release the first volume of a trade paperback series, ***The Complete Badger***, reprinting this irreverent saga from its early Capital Comics days through its First Comics run. ***The Complete Badger Volume One*** will collect the first six issues of the Badger's misadventures by Baron and artist Jeff Butler; Baron will supply a new introduction for the collection.

Also in November, Baron and artist *Neil Hansen* will present a new oneshot, ***Badger: Bull!***, that will bring new readers up to speed on the wacky hero. A month after that comes the five-part ***Badger: Ceremony***, also by Baron and Hansen with *Kevin Caron*. "***Ceremony*** is about everything—world politics, theology, modern psychiatry, druidism, martial arts, dead actors, couples relations, taxonomy, acting, the essence of friendship and the nature of art," Baron said.

The series begins as mercenary Pavlov Possum sends a dog to kill the mayor of Milwaukee. As you might expect, the Badger gets involved and goes after Pavlov... but as is the norm with the Badger, nothing proceeds as planned...

The Complete Badger Volume One and ***Badger: Bull!*** are slated for November release; ***Badger: Ceremony*** begins its monthly run in December.

CSN Updates

•Last week, *CSN* listed DC's upcoming ***52 Aftermath: Four Horsemen*** as a oneshot. It turns out that the book is actually the first issue in a six-part limited series.

•Change of plans: ***Ultimate Spider-Man #110*** will now feature only one cover, by artist extraordinaire *Mark Bagley*. The 50:50 mix of covers by Bagley and *Stuart Immonen* will now appear on ***Ultimate Spider-Man #111***.

•The war has grown: ***World War Hulk #1*** has expanded from 48 to 64 pages, while the second issue has expanded from 32 to 40.

Coming Comics—Marvel in August

Not only has Carnage captured her father and baby brother, but Spider-Girl realizes that its new host is someone she knows! So who is it? *Tom DeFalco & Ron Frenz* reveal all in ***Amazing Spider-Girl #11***.

Laurell K. Hamilton's original series ***Anita Blake, Vampire Hunter: The First Death*** concludes in August as Anita and Edward hunt a killer vampire—but how deep into the vampire psyche is Anita willing to delve in order to get her killer? And what will Anita sacrifice in order to stop this murderer from striking again?

Avengers Classic #3 supplements the reprinting of the *Stan Lee-Jack Kirby* ***Avengers #3*** with a new tale by *Dwayne McDuffie & Michael Avon Oeming* in which Iron Man first unveils his red and gold armor to the rest of the team.

Would the Initiative program assemble a special Black Ops team? Of course not! And of course, you *won't* see them in ***Avengers: The Initiative #5*** by *Dan Slott & Stefano Caselli*...

After taking a wrong turn on the dimensional super highway, the New Fantastic Four have just become the daily special in the Zombie Universe! Seated at table one: Zombie Galacti! At table two: Zombie Skrulls! And at table three: a Zombie Monster from the Negative Zone! Sounds like *Reginald Hudlin & Francis Portela* are dishing out plenty of food for thought in ***Black Panther #30!***...

Blade comes to an end with its twelfth issue—but *Marc Guggenheim & Howard Chaykin* aren't going to leave you hanging. Instead, they're wrapping up all the subplots and tying off all the loose threads.

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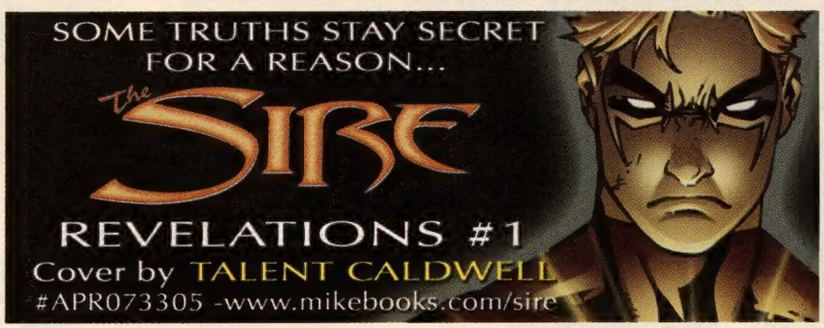

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In *Ed Brubaker & Steve Epting's* ***Captain America #29***, the Red Skull's minions make another strike at the American spirit, still reeling from the death of Captain America. But this time, they've got a very angry Winter Soldier gunning for them, with vengeance in his sights!

The Series Formerly Known as The Ch*mp**ns is most likely getting a new title... although no one knows what it is quite yet! That's not stopping *Matt Fraction & Barry Kitson* from going full-bore ahead on the second issue, though, as a team of long-dormant Soviet super-weapons is activated and dispatched straight at the heart of Los Angeles, ready to finish World War III! The front line of defense is a team that's been together since just before nine this morning!

Ed Brubaker is joined by an all-star art team (including *John Romita Sr., Gene Colan, Michael Lark, Lee Bermejo, Alex Maleev, & Marko Djurdjevic)* for ***Daredevil #100*** to bring Matt Murdock's history as the Man Without Fear to life.

Endangered Species, the serialized summer story arc that explores the possibility of a mutant-less Marvel Universe, continues in ***Uncanny X-Men #489***, ***X-Factor #22***, ***New X-Men #41***, & ***X-Men #202***.

Stan Lee joins artist *John Romita Jr.* to tell ***The Last Fantastic Four Story***, a look ahead at the final story of the team that launched the Marvel Age.

Peter David & Todd Nauck wrap up their run in ***Friendly Neighborhood Spider-Man #24***, a standalone tale that brings J. Jonah Jameson face to face with the man he hates most: Peter Parker.

The final confrontation between Ghost Rider and Lucifer begins in ***Ghost Rider #14***, courtesy of *Daniel Way, Javier Saltares, & Mark Texeira.* (What do you want to bet that it's not the *final* final confrontation?...)

Brian Bendis & Alex Maleev continue the ***Halo: Uprising*** limited series as Master Chief finds himself in the hands of Covenant forces. Meanwhile, Earth is falling to alien invaders, and no one knows what or where the mysterious artifact known as "the Key" is. (Marvel also offers a behind-the-scenes look at this series and its creators in ***Marvel Spotlight: Halo***, also slated for August release.)

The Heroes for Hire find themselves in the middle of World War Hulk when their

mission to Hulk's stoneship leaves them on the Warbound's death list! It's divide-and-conquer time in ***Heroes for Hire #13*** by *Zeb Wells, Fred Van Lente, Clay Mann, & John Bosco.*

Boy genius Amadeus Cho pulled together a team of Renegades to side with his big green hero during "World War Hulk" -- but what will happen to his faith in the Hulk's heroism when he discovers the horrors lurking beneath Madison Square Garden? Find out in ***Incredible Hulk #109*** by *Greg Pak & Carlo Pagulayan.*

In *Brian Reed & Aaron Lopresti's* ***Ms. Marvel #18***, Ms. Marvel drafts two recruits from the Initiative: Machine Man and Sleepwalker?! When Araña is kidnapped, it's time for Carol Danvers to use her newly expanded strike force to squash an evil that's hit too close to home!

Wanda Maximoff is invited to join a coven of gypsy witches in ***Mystic Arcana: Scarlet Witch***... but the darker power of the elder demon Chthon will also have a say in the future of The Scarlet Witch!

Remember that big event that we promised you would shake everything up on the last page of ***New Avengers #31?*** Well, it's *still* shaking things up in *Brian Bendis & Leinil Francis Yu's* ***New Avengers #33*** as the team struggles to come to terms with betrayal from one of their own... and the Hood starts his takeover as the new Kingpin of supervillains.

The Punisher's wildest foe returns in *Garth Ennis's* ***Punisher #50***, an extra-length issue illustrated by *Howard Chaykin.* Left gutshot in shark-infested waters, Barracuda's got a major score to settle with Frank Castle. But Barracuda's going to hit Frank where he hasn't been hit in years: the black pit that used to be his heart.

Roberto Aguirre-Sacasa & Clayton Crain present the standalone "Book of Peter" in ***Sensational Spider-Man #40***. In his darkest hour, Peter demands an explanation as to why his life is so filled with tragedy. And the only person who can give them to him is...God?

Shanna returns to action in ***Shanna the She-Devil: Survival of the Fittest***, a four-part limited series by *Justin Gray, Jimmy Palmiotti, & Khari Evans.* Get ready for a sexy heroine, jungle action, Hong Kong gangsters, dinosaurs, diamonds and cavemen as pirates call on Shanna to protect them from hordes of man-eating monsters.

Spidey crosses paths with a sword-wielding she-devil in ***Spider-Man/Red Sonja #1***, the kickoff issue of a five-part series by *Michael Avon Oeming & Mel Rubi.* They may be from two different eras, but Spider-Man and Red Sonja have both faced the maniacal mage known as Kulan Gath. Now the sadistic sorcerer makes a play for power that will once again bring these two famous heroes together -- but will it be as friends or foes?

Spider-Man: One More Day is coming in September... but August sees the release of the ***Spider-Man: One More Day Sketchbook***, offering a look at *Joe Quesada's* work for the series, along with a peek into his sketchbook.

Peter David, Robin Furth, Jae Lee, & Richard Isanove bring ***Stephen King's Dark Tower: The Gunslinger Born*** to a close with the release of the seventh issue, in which Roland and company face off against Eldred Jonas and the Big Coffin Hunters... and on the outcome of this fateful confrontation rests the future of Mid-world itself. And for fans who'd like a reference volume to keep the cast of characters sorted out, there's ***Dark Tower: Gunslinger's Guidebook***, a 48-page guide for Gilead to Mejis and all points in between.

David Lapham & Patrick Zircher introduce Mr. Terror in the five-part ***Terror, Inc.*** miniseries. He's quite memorable: he's dapper, he's charming, he owns and operates his own *very* successful business...and he's fifteen and a half centuries old and rotting fast. Doomed to decompose for all eternity, Terror forever replaces his festering limbs with fresh parts. The curse keeps him alive, but it's what's left of his twelfth-century sweetheart—encased in enchanted metal and serving as his right arm—that keeps him honest. Now Terror learns that he's being manipulated by someone who's tricked him into murdering a government intelligence chief... and he doesn't particularly relish the idea of a life sentence for his crime!

A freak thunderstorm hit the wide open spaces of Oklahoma...the same day a young doctor named Donald Blake drove into town! Now the friendly residents of this cozy burg are just as puzzled by the walking stick-carrying young man as they are by the storm clouds gathering on the horizon. Little do they know an honest-to-goodness god of Asgard walks among them, searching for his own home in the heart of theirs...and he's got big plans for their dusty little town! But what connection does Asgard–and Norse mythology have to the wide-open plains of Oklahoma? *J. Michael Straczynski & Olivier Coipel* reveal more in ***Thor #2***.

Jeph Loeb joins the creative team for the final three issues of ***Ultimate Power*** beginning this month. Squadron Supreme versus The Ultimates—some will live, some may die—and you'll never guess who wins!

Wolverine faces off against a down-on-his-luck ex-cop who's been hired to kill him in ***Wolverine #56***, a special extra-length issue by *Jason Aaron & Howard Chaykin.*

Daniel Way & Steve Dillon reveal Wolverine's history with Captain America in ***Wolverine: Origins #16***. In the early days of WWII, before America's "official" involvement in the war, Captain America, still wet behind the ears, embarked on a clandestine mission to the island nation of Madripoor. Guess who he met there? And guess what? It wasn't a coincidence. This issue also reprints Logan & Cap's first WWII meeting from ***Uncanny X-men #268***.

The Hulk's quest for vengeance against Mr. Fantastic, Iron Man, Doctor Strange, and Black Bolt—the men who exiled him into space—continues in ***World War Hulk #3*** by *Greg Pak & John Romita Jr.* But can he survive a merciless assault by one of his oldest and most implacable opponents?

If you need a program to keep all the ***World War Hulk*** players separate, then Marvel has the book for you! ***World War Hulk: Gamma Files*** is a Who's Who of this summer's smash-em-up event.

The man-on-the-street view of the Hulk's planetary assault is the focus of ***World War Hulk: Front Line #s 3 & 4*** by *Paul Jenkins, Ramon Bachs, Shawn Martinbrough, & Chris Moreno.*

Frank Tieri & Staz Johnson reveal the individual origins of Corp members Prodigy, Mess, Mr Gabriel and Griffin in ***World War Hulk: Gamma Corps #2***. Shocking revelations will be made—including the surprising connection one of them has to a former Hulk side kick and how another is actually an ex-member of the Hulk's Rogue's Gallery!

The Hulk faces the Juggernaut and whatever X-Men are left standing in ***World War Hulk: X-Men #3***, by *Christos Gage & Andrea DiVito.*

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EVER SINCE THE DAWN OF TIME, NOTHING CAN MATCH "THE TERROR OF TIM BOO BA!"
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Marvel's collected editions for August include:

•***Amazing Fantasy Omnibus***, an oversized 400+ page hardcover edition reprinting ***Amazing Adventures #s 1-6*** by *Stan Lee, Jack Kirby, & Steve Ditko*; ***Amazing Adult Fantasy #s 7-14*** by *Stan Lee & Steve Ditko*, featuring some of the most memorable fantasy shorts in Marvel history; and ***Amazing Fantasy #15***, the first appearance of Spider-Man—along with the rarely-seen backup stories from that famous issue;

•***Avengers: Earth's Mightiest Heroes II***, a hardcover collection of *Joe Casey & Will Rosado's* trip back into Avengers history;

•***Cable/Deadpool Volume Seven: Separation Anxiety***, collecting ***Cable/Deadpool #s 36-42***;

•***DP7 Classic Volume One***, collecting the first nine issues of the New Universe series;

•***Essential Daredevil Volume Four***, collecting ***Daredevil #s 75-101 & Avengers #111***;

•***Essential Dazzler Volume One***, collecting ***Dazzler #s 1-21, Uncanny X-Men #s 130-131***, and ***Amazing Spider-Man #203***;

•***Ghost Rider Volume Two: The Life & Death of Johnny Blaze***, collecting ***Ghost Rider #s 6-11***;

•***The Hedge Knight***, a trade paperback edition of the *George R.R. Martin-Ben Avery-Mike S. Miller* fantasy tale;

•***Heroes for Hire Volume Two: Ahead of the Curve***, collecting ***Heroes for Hire #s 6-10***;

•***Hulk & Power Pack: Pack Smash!***, a digest-sized compilation of ***The Hulk/Power Pack #s 1-4***;

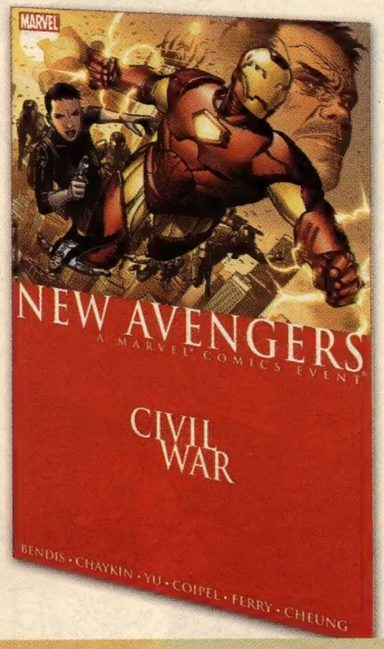
•***Iron Man: Director of SHIELD***, collecting ***Iron Man #s 15-18***, along with the first appearance of SHIELD from ***Strange Tales #135*** and a 1980's Iron Man/SHIELD tale from ***Iron Man #129***;

•***Marvel Adventures Fantastic Four Volume Six: Monsters & Mysteries***, collecting ***MA: FF #s 21-24***;

•***Marvel Masterworks: Captain Marvel Volume Two***, a hardcover collecting the 1970's tales from ***Captain Marvel #s 10-21***;

•***Marvel Masterworks: Golden Age Sub-Mariner Volume Two***, reprinting ***Sub-Mariner #s 5-8*** by *Bill Everett* and others;

•***New Avengers Volume Five: Civil War***, a trade paperback collecting ***New Avengers #s 21-25***;



•***New Avengers Volume Six: Revolution***, a hardcover collection of ***New Avengers #s 26-31***;

•***newuniversal Volume One: Everything Went White***, a hardcover collection of the first six issues of the *Warren Ellis-Salvador Larroca* series;

•***Spider-Girl Presents the Buzz & Darkdevil***, a digest-sized collection of ***The Buzz #s 1-3*** and ***Darkdevil #s 1-3***;

•***Thor Visionaries: Walter Simonson Volume Four***, collecting ***Thor #s 371-374 & Balder the Brave &s 1-4***;

•***Thunderbolts Presents Zemo: Born Better***, collecting the four-issue limited series;

•***Ultimate Spider-Man Volume Seventeen: Clone Saga***, collecting *Brian Bendis & Mark Bagley's* ***Ultimate Spider-Man #s 97-105***;

•***Ultimate X-Men: Ultimate Collection Book Two***, a trade paperback compilation of ***Ultimate X-Men #s 13-25***;

•***Wisdom: Rudiments of Wisdom***, collecting the six-issue limited series;

•***Wolverine: Origins Volume Three—Swift & Terrible***, a hardcover collection of ***Wolverine: Origins #s 11-15***;

•***Women of Marvel Volume Two***, collecting classic tales of Kitty Pryde, Black Cat, Dagger, Spider-Woman, Jubilee, Tigra, and other amazing heroines;

•***X-23: Target X***, collecting the six-issue limited series; and

•***X-Men: Supernovas***, a hardcover collecting ***X-Men #s 188-199 & Annual #1***.

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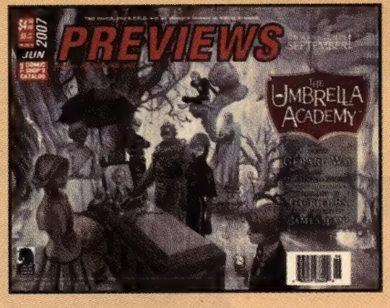

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